Lena Dias

Worcester, MA | business.lenadias@gmail.com

See my projects on my portfolio (lenadias.com)!

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE   Worcester, MA
Bachelor of Science   Graduated May 2023
Double Major in Computer Science; Interactive Media and Game Development
Cumulative GPA: 3.80/4.0; Dean's List 2019–2023
Relevant Coursework: Human-Computer Interaction, Object-Oriented Analysis & Design, Advanced Storytelling: Quest Logic & Level Design, Technical Game Development, Artificial Intelligence, Databases, Algorithms, Operating Systems

LUDLOW HIGH SCHOOL   Ludlow, MA
High School Diploma   Graduated 2019
Cumulative GPA: 4.35/5.0; Rank 14 of 216; National Honors Society 2018–2019

WORK EXPERIENCE

WATERS CORPORATION   Milford, MA
Software Engineering Intern   Summer 2022
- Contributed to industry-standard software, working on enhancements and defects in an existing C++ codebase
- Used Agile methodology with Atlassian suite tools (Jira, Confluence, Bitbucket) and daily/weekly stand-up meetings

DUNKIN' DONUTS   Palmer, MA
Crew Member   Summer 2019–2020
- Maintained coordinated, fast-paced teamwork
- Designated responsibilities to optimize workflow

WHITNEY PARK SUMMER CAMP   Ludlow, MA
Group Counselor   Summer 2018
- Managed, cared for a group of up to 20 children
- Worked with multiple other groups to coordinate activities, manage campers, resolve conflicts, and provide entertainment

UNIVERSITY PROJECTS

NEUROTYPE CAFE — VISUAL NOVEL (PROVOST'S AWARD WINNER)   2022–2023
- Worked around the limits of the Python-based Ren'Py game engine, which was built for a very specific purpose
- Scripted dialogue, character appearances, text effects, sound, and portrait movement throughout the 2+ hour game
- Clarified experience goals and ensured all parts of the game reinforced core themes
- Decided on various UI "juice" effects to improve user experience such as screen shake, sound feedback, tooltips, etc.
- Carefully managed project scope when coordinating responsibilities of a multidisciplinary 5-person team
- Created multiple vertical slices to incorporate playtesting feedback

SLAPSTICKLERS — COMPETITIVE MULTIPLAYER 3D PLATFORMER   2022
- Solidified game's central metaphor to facilitate goofy, chaotic, slapstick gameplay that's still deep!
- Programmed battery-carrying mechanic, particle effects, menus

SLIDE SANCTUARY — PUZZLE GAME   2021
- Programmed entirety of game; player movement, lock-and-key system, inventory, audio, and level loading from image files
- Developed 15+ levels, which steadily increase in difficulty and wordlessly teach the player the game mechanics

PORTFOLIO SITE — HTML & CSS WEBSITE   2021
- Programmed entirely of website, restructuring old code for maintainability and readability
- Included accessibility, search engine optimization, and mobile device compatibility features

MAPPING ENVIRONMENTAL JUSTICE   2021
- Communicated with City of Chelsea officials and advisor to identify communities at environmental risk
- Gathered and parsed data from city records and federal organizations to generate and present maps using ArcGIS

CULT OF THE OBELISK — UNREAL ENGINE LEVEL   2022
- Developed an Unreal Engine level that wordlessly tells a story to the player through level design

FIGHTING GAMES AND DEPTH VS. COMPLEXITY — ARTICLE ON FIGHTING GAME DESIGN   2021
- Analyzed fighting game control schemes to advocate for accessible design
- Incorporated perspectives from community members and industry design leads

ACTIVITIES

INTERNATIONAL GAME DEVELOPERS ASSOCIATION (IGDA)   2019–2023

DIVERSITY IN GAMES (DiG)   2019–2023

THE ALLIANCE, WPI OSTEM AFFILIATE CHAPTER   2019–2023

VIDEO GAME CLUB (VGC)   2019–2023
- Played in competitive Super Smash Bros. Ultimate tournaments

ACTIVITIES

WPI IMGD MQP PROVOST'S AWARD   Worcester, MA
- Awarded by game development department to the best senior project (for Neurotype Cafe)   2023

WPI IMGD JUNIOR COMMUNITY LEADER AWARD   Worcester, MA
- Awarded by the game development department after nomination by fellow students for contributing to the WPI game dev community and being an inspiration to LGBTQ+ students   2022

WPI DEAN'S LIST   Worcester, MA
                                                                2019–2023

LUDLOW HIGH SCHOOL, BEST IN ENGLISH   Worcester, MA
                                                                      2019

ADDITIONAL

Languages: Fluent in English; Basic Spanish
Programming Languages: C; C++; C#; Java; Javascript; HTML; CSS; Python; SQL
Game Engines: Unreal Engine; Unity; Ren'Py
Programming Tools: Visual Studio; Visual Studio Code; Eclipse; Jetbrains IDEs; Git; GitHub; Atlassian (Jira, Confluence, Bitbucket); Windows; Linux
Other Skills: Agile, Scrum, Waterfall development; Professional writing (rhetorical, documentation); Rhetorical analysis; Human-centered design; Project management; Creative design; Playtesting experience